Atari Age

MAY · JUNE 1983 · VOLUME 2 · NUMBER 1

Exclusive Cartridge Introduction

ATARI VIDEO CUBE!

SNEAK PEEK: ATARI VCS KEYBOARD

INCREDIBLE CARTRIDGE SAVINGS!
Values to $39.95 Now Only $9.95

See page 20.

IT'S A WHOLE NEW CUBE!

ONLY FROM THE ATARI CLUB!

ATARI VIDEO CUBE—a terrific new video twist to a classic puzzle.

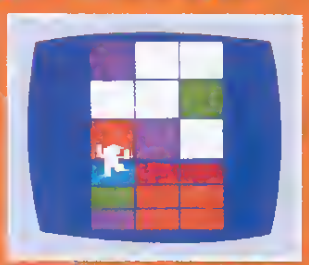
Start with nine brightly colored squares on each side of the cube in a totally mixed-up pattern. Then guide your on-screen character from square to square and cube face to cube face, picking up colors and placing them where you think they belong. Each time you reach the edge of the cube, it rotates before your eyes!

There are eighteen different variations to play in the ATARI VIDEO CUBE challenge. Choose scoring based on speed or on total number of moves. Play slow and steady or fast and furious. If you're really good, try a perplexing invisible cube...or if you're stuck, set it for self-play and watch the cube solve itself.

Just $26.95

Hubie carries a color with him.

Press the button– he drops that color and picks up a new one.



When he runs to a different face, the whole cube rotates!

It will be at least six months before Atari Video Cube is sold at any store — it may never be released to the general public! But you can get in on the fun right now!
To Order: CALL 1-800-538-8543
ATARI
ATARI VIDEO CUBE
(CA residents call 1-800-672-1404)
Or use the convenient Mail Order Form included in this magazine.

INSIDE

TRAK-BALL-CONTROLLER

Rapid movement. Quick, precise positioning. Pinpoint firing power. That's what Trak-Ball control is all about. Take a game like *Centipede*, with a lot of space to fire in and the speed to cover it all. It plays well with a joystick. But play it with a Trak-Ball controller, the way it was created for the arcade, and scores really soar. You get superfast motion that lets you leap from side to side to catch scooting Centipede segments. You have the delicate position control that spells the difference between victory and disaster when confronting an angry spider. Playing *Phoenix*, *Missile Command*, *Galaxian*, *Space Invaders*, and many others, Trak-Ball control takes a good game and makes it awesome.

Atari recently sent us samples of the soon-to-be-released Trak-Ball models for both the 2600 and 5200 systems. As loyal *Atari Age* readers know by now, we're never satisfied just looking at the outside of Atari products — we take out our trusty screwdriver, talk to Atari's technical folks, and find out what makes the hardware tick. This time we were truly amazed at what we discovered — the Trak-Ball controller works in a totally different way from any joystick on the market. It's all based on light! Allow us to explain.

PLAYING THE ROLL

The buttons included on the Atari Trak-Ball controllers are similar to those used in the joysticks for the 2600 and 5200 units. The real excitement is what's "under the hood" — the Trak-Ball itself.

The ball is the size, shape, and weight of a bumper pool cue ball. It is hard, perfectly round, and absolutely smooth. It rests on two rotors and a steel stabilizing bearing. Balanced on these three pivot points, the ball moves freely in any direction. Sealed ball bearings assure both smooth action and speedy movement.

The key to reading the ball's movement is a pair of rotors with plastic wheels attached. These wheels each have 24 evenly spaced holes around the rim. The wheel fits in a slot between two electronic components.

On one side is a small photo diode, which emits a steady, high-frequency light. On the other side of the wheel is a sensor which reacts to the light given off by the diode. When a hole in the wheel comes between the photo diode and the sensor, the switch is "on". When the wheel rotates slightly, the solid part between holes blocks the light, and the switch is "off".

When you roll the Trak-Ball, each sensor produces a signal. The more up-and-down movement the ball makes, the more "on" and "off" signals come from the top sensor. Side to side movement is read by the sensor on the right. Since the control mechanism works literally with the "speed of light," the Trak-Ball can read even small movements with great precision.

The readings of the two sensors must now be translated into a signal the game unit can understand. This is where the components on the printed circuit board come in. It's also the primary difference between the 2600 and 5200 Trak-Ball controllers.

ANALOG AND DIGITAL CONTROL

Here's where we get into a little "tech talk" — the difference between analog and digital control.

If you remember our article explaining the way a joystick works (*Atari Age Vol. 1 No. 4*) you'll know that the moving joystick presses down on four buttons, each an "on-off" switch. Moving the stick diagonally presses two buttons at once. That makes a total of eight possible directions, and is known as "digital control."

Analog control, on the other hand, allows much finer directional input, and adds speed control as well. The Atari 5200 unit can accept two control signals at once — one for north-south movement, another for east-west. The two-part Trak-Ball signal is constantly providing new positions for an on-screen object to appear. The faster the ball moves, the more this screen position changes — that gives you speed control.

The reason 2600 and 5200 Trak-Ball controllers are different is that the Atari 2600 will only accept digital control. The electronic components inside the 2600 Trak-Ball unit must translate the two signals produced by the Trak-Ball sensors to recreate the type of digital signal produced by an Atari 2600 joystick.

The 5200 system joystick, on the other hand, creates an analog signal, and the games are programmed to respond with movement in any direction, and with varying speed. The Trak-Ball advantage is the extraordinary speed and accuracy of its response to the player's movements.

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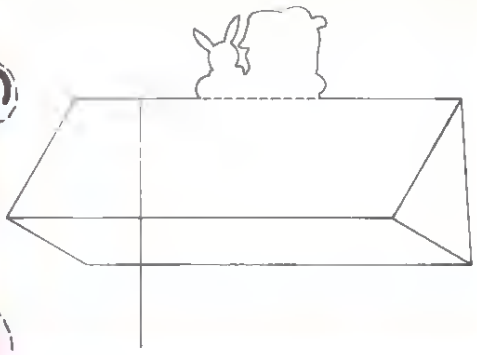
Detach your calendar along the perforated edge. Carefully cut out the top edge along the dotted line and fold in the three places indicated. Then moisten the glue strip on the inside fold and attach the bottom edge to form the triangular base of the calendar (see diagram).



COME ON THE ATARI®

Safari

THE WILDEST VIDEO GAME ADVENTURE EVER!

FOLD HERE

It's Jungle Hunt*, the swinging home version of a superhit arcade game. The daring explorer, swinging ropes, cruising crocodiles, and bone-crushing boulders are all here in a pulse-pounding game for the Atari 2600 and 5200 systems.

It's also Kangaroo**, the hoppiest, happiest arcade hit ever. Help Mother Kangaroo save her baby from the apple-tossing monkeys trying to bop her as she climbs to the rescue. This cartoon-style winner is available for both 2600 and 5200 systems too.

Club members get more Atari Safari excitement than anyone else. Start by putting together this Safari calendar and hanging it up in your room or standing it on your desk. Then check out the special T-shirts and duffle bags for Members who order Jungle Hunt and Kangaroo from the Club. See page 15 for all the details.

Welcome to the Safari!

*JUNGLE HUNT is a trademark and © of Taito America Corporation 1982
**KANGAROO is produced under license from Sun Electronics Corporation

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MOISTEN HERE AND GLUE

Captain's Log

This is Volume 2 Number 1 of Atari Age—the beginning of the magazine's second year! I think that kind of landmark deserves some kind of comment. And the first and most important is to say a loud, strong "Thank you" to everybody who has written to the Club and to me. When I read through the piles and piles of letters to the editor and "Your Turn" contributions which arrive every week, I wish I could answer all your letters personally. If you could see my office, though, you'd understand why I can't—there's barely room in here for my VCS unit with all these letters! So please accept my apology, and keep writing! When I made you all Cub Reporters a few issues ago, I wasn't kidding. You really are the staff of Atari Age. Nobody else knows Atari games the way you do. Nobody else offers better ideas for articles and features, or more valuable comments. It really is your club, and we're doing everything we can to make it something special!

What could be more special than bringing you truly astounding savings on some great games? That's what we've done in this special anniversary issue. Just turn to page 20—you'll find Defender, Berzerk, Star Raiders and more, each for only $9.95! These prices are available for a limited time—we only have one anniversary a year, after all—so be sure to order the cartridges you want right away.

What's ahead in our second year? Lots of excitement! To start with, more Exclusive Cartridge Introductions. Seems to me that's probably the most "special" opportunity the Club can offer our members, and Atari is cooperating with us in a big way. Just wait till you see what's coming!

Atari Age keeps growing—adding more pages and more special features. We're also working on more unusual "stuff" to send with the magazine. Last issue it was a poster—this time we're including a unique Atari Safari calendar. And there's more to come in the future—members-only competitions, more "behind-the-scenes" looks at Atari, lots of "inside information" on upcoming games, and plenty of surprises. The Club keeps getting bigger and better. Stay with us, Atari fans—we've only begun to have fun!

Steve Morgenstern

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May/June 1983

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DESIGN DIRECTOR
Al Conner

CLUB DIRECTOR
Harv Johnson

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SWORDQUEST EARTHWORLD SOLUTION REVEALED!

Eight Finalists Try For $25,000 Prize

As this issue of **Atari Age** goes to press, eight extraordinary video game players are gathering in Sunnyvale, California to complete the **SwordQuest EarthWorld** challenge. These are the finalists, the only eight people in the world who submitted the correct solution to the **EarthWorld** puzzle to Atari before the March 15 deadline. Now they compete for the ultimate **EarthWorld** prize, a spectacular 18kt solid gold Talisman with twelve diamonds and twelve other precious stones, produced at a cost of $25,000. And the winner of this dazzling prize returns next year to battle the winners of three more **SwordQuest** cartridges — **FireWorld, WaterWorld,** and **AirWorld** — for the grand prize of the **SwordQuest** series — an incredible jewel-encrusted Sword with 18kt gold handle and gleaming silver blade, glistening with diamonds, emeralds, rubies and sapphires — a $50,000 triumph!

To conquer the **EarthWorld** cartridge, players made their way through the twelve zodiac rooms of **EarthWorld,** surviving skill and action sequences and carrying enchanted objects from room to room. Placing the correct object or combination of objects in a room triggered the display of a clue on screen — a pair of numbers, such as "16 5". The game instructions indicated that these clues refer to the page and panel numbers of the official **SwordQuest EarthWorld** comic book, prepared by DC comics, which is included with the cartridge. Referring to the panel indicated, players found words hidden in the artwork. These were the words which make up the final **EarthWorld** solution.

But the challenge didn't end there. The answer to **EarthWorld** contains just five words, but there are a total of **ten** words hidden in the comic book artwork. How did the winners know which were the correct clues?

The answer is an eleventh clue hidden in the pages of the comic book. On the very first page following the cover, there is an eight-line poem. It is printed in brown ink, except for two words which appear in purple — the words "prime" and "number". **This** is the clue which separated the winning words from the untrue clues.

A prime number is a number which cannot be divided evenly by any number except itself and 1—numbers like 3, 5, 7, 11, 13, 17, etc. By looking at only the prime-numbered page number and panel number clues which appeared in the **EarthWorld** cartridge, the winners found the solution — QUEST IN TOWER TALISMAN FOUND.

The **EarthWorld** finalists are Matthew Balasa, 21, Bayshore, MI; Steven Bell, 20, St. Clair, MI; Jacquie Custer, 30, Arleta, CA; Stephen Perry Doussa, 18, Arabi, LA; Douglas Ferry, 18, Chalmette, LA; John D. Hoffman, 30, Waterloo, NY; Lt. Thomas J. Neill (Coast Guard), 32, Clairton, PA; James Schweitzer, No. Charleston, SC.

Now these eight meet at Atari headquarters to compete in a special championship edition of **SwordQuest EarthWorld.** This new version of the game was specially programmed for them to tackle in head-to-head competition. The first finalist to conquer this new test of game-playing ability takes the $25,000 Talisman. You will meet that champion in the next issue of **Atari Age.** We'll also be bringing you full details of the exciting **SwordQuest WaterWorld** competition and its $25,000 prize at that time.

YOUNG COMPUTERISTS BECOME ATARI ADVISORS

When Atari wants advice on developing new computer hardware and software, it goes to the experts. That's why, this March, the company invited twenty bright young computer users to Atari headquarters, to the first meeting of the Atari Youth Advisory Board.

The twenty board members were carefully chosen for computer literacy along with a diverse background. The captain of a high school football team, an accomplished ballerina, the 15-year-old president of his own computer software company, and actor Todd Bridges of TV's "Different Strokes" represent just a small sampling of the group's collective talent. Now they are helping Atari by sharing opinions and ideas with top executives and planners.

Plans call for a computer-to-computer communications link between board members and more face-to-face meetings to develop ideas which will excite and stimulate Atari and its young advisors as well.

SUMMER SUN AND COMPUTER FUN AT CLUB MED

Combine the lush tropical pleasures of a Club Med vacation with the stimulation and excitement of home computers, and what do you get? A 21st century computer vacation for the whole family!

In an innovative cooperative program, Atari is turning the Club Med facility at Punta Cana, on the beautiful Caribbean island of the Dominican Republic, into a total computer experience. Atari computers and video games will tie into Club Med's regular schedule of activities. Try snorkeling, sailing, tennis, searching for shells, windsurfing — even arts and crafts, with computers and video games as part of the fun.

In addition to plenty of computer fun and games, computer literacy a la Atari will be taught in easy, enjoyable sessions, at no additional charge.

Sound good? You can find out more from your travel agent, or call toll-free 1-800-528-3100 Monday through Saturday.

DEFENDER WINS ARKIE

In the four-year history of the Arcade Awards ("Arkies"), Atari has won more honors than any other company for its home video games. The 1983 Arkies, sponsored by Electronic Games magazine, added another "Best" to the impressive Atari trophy shelf, with Atari **Defender** for the 2600 system judged Best Science Fiction/Fantasy Videogame of the year.

The 1983 awards include all games marketed nationally between October 1, 1981 and October 1, 1982. No individual game may win more than one Arcade Award or Certificate of Merit, although the judges indicated that "Defender is so excellent in so many areas that it could have won no fewer than three different plaques with equal justice."

In addition to **Defender's** award-winning performance, **Berzerk** received a Certificate of Merit in the Best Solitaire Videogame category, and **Sword-Quest EarthWorld** was similarly honored in the Best Adventure Videogame category.

In the Coin-Op Videogame Awards, the Atari game **Tempest** won the Arkie Award as Most Innovative Game of the year, and **Gravitar** was honored with a Certificate of Merit in the Best Science Fiction/Fantasy Coin-Op Game category.

ATARI BRINGS MULTIMEDIA COMPUTER SHOW TO SCHOOLS

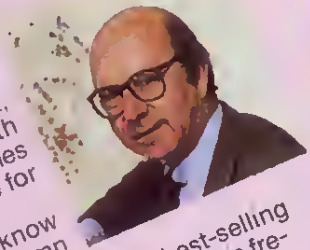
Atari has the answer to dull assembly programs for junior and senior high schools. Called "Computers Expressway to Tomorrow", it's a high-powered combination of entertainment and solid computer education that's getting rave reviews from students and teachers across the country.

"Computers Expressway to Tomorrow" uses films, slides, music, and a live host to explore the present and future role of computers in our society. The way a computer "thinks" is explained in terms simple enough for even adults to understand. But the rhythm and style of the presentation is definitely aimed at young people. The host talks with the live audience, and also has "conversations" with several filmed computerists, who dramatically demonstrate the computer's capabilities. Special segments offer thrilling examples of computer graphics and music, with experts explaining how it's done.

As a follow-up to the assembly program, Atari will provide teachers with hand-out materials which go into more depth on the subjects mentioned in the assembly.

Teachers and school administrators interested in having the assembly program brought to their schools can contact Atari by calling toll-free 1-800-523-2310.

FAMED CHILD PSYCHOLOGIST JOINS WITH ATARI TO CREATE NEW GAMES AND PRODUCTS FOR KIDS



Dr. Lee Salk, one of America's best known authorities on child development, has agreed to work with Atari to develop new games and computer software for young people.

Millions of people know Dr. Salk from the column he has contributed to *McCalls* magazine since 1972, his best-selling books on children and parenting, and his frequent appearances on radio and television. Dr. Salk says his basic interest in working with Atari is "developing games that focus on teaching human values. These video and computer games will introduce ideas into the minds of children — alternatives to force, compassion, friendship, and cooperation."

New Cartridge Report

An Atari Club Exclusive Cartridge Introduction!

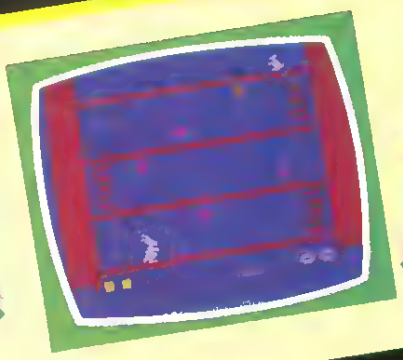
Atari Video Cube

It looks easy at first—all you have to do is rearrange nine colored squares on each side of a cube until each side is a solid color. But anyone who has tackled this three-dimensional brainteaser knows that it's a real challenge—part fascination, part frustration, and absolutely irresistible. Now Atari takes the most popular puzzle phenomenon ever into a mind-boggling electronic dimension with **Atari Video Cube!**

A brightly colored cube appears on your TV screen, with Hubie the Cube Master standing on it. Hubie is colored one of the cube's colors. Walk him to a square and press the joystick trigger button—the cube square turns the color of Hubie, and Hubie takes on the color of the square he is standing on. Don't try to walk through a cube the same color Hubie's carrying—you'll hear a nasty, deep "beep" sound, lose a point, and won't get anywhere. Walk Hubie around from cube face to cube face, though, and you're in for a visual treat—the entire cube rotates beneath his feet!

There are eighteen different variations to choose from when you tackle **Atari Video Cube.** The game will keep track of the number of squares you walk through, giving you a score based on total moves, or a timer lets you try beat-the-clock cubing. There's even an extra-ordinary invisible cube version that only lets you glimpse the colored squares when Hubie moves from one cube side to another. Now that's a real challenge to anyone willing to join Hubie in his quest to bring solid-colored order to a crazy mixed-up cube. Don't look for **Atari Video Cube** at any store—it's available only from The Atari Club!

Kangaroo



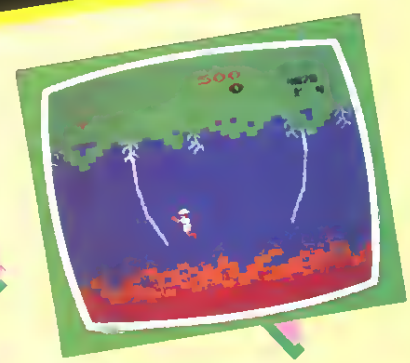
Poor Baby Kangaroo is really up a tree. Captured by a band of nasty monkeys, he's being held captive in a tree house high overhead. Now it's up to you, as Mother Kangaroo, to climb up and rescue your precious baby.

Soon after Atari **Kangaroo** hopped into arcades, it leaped onto the Top Ten list of coin video games. Now the cartoon character action of **Kangaroo** is available for Atari home systems, and it's a multi-screen high-hopping knockout! **Kangaroo** for the Atari 2600 system features three distinctly different screens, each with its own layout of ladders to climb, logs to leap, bonus fruit to munch on, and apple-tossing monkeys to battle!

Mother can hop from side to side, leap up or duck down to avoid oncoming apples, and super-leap her way over gaps in the logs that lead to Junior's cage. She can do more than bob and weave, though—she is a genuine Australian boxing kangaroo, and her powerful punch can k.o. an offending monkey or pop an oncoming apple for big bonus points.

Kangaroo has lots going on—changing screens, different bonuses, many ways to move, and an irresistible battle between hopping-mad Mother and the forces of evil monkeydom. Never fear, Baby 'Roo—we're coming to save you!

Jungle Hunt



Jungle Hunt, the tremendous arcade hit, is now a pulse-pounding home video game that puts you right in the middle of a classic jungle movie scene. You're the dashing pith-helmeted explorer, fighting your way through blood-curdling jungle dangers to rescue your beloved, who was taken captive by fierce cannibals! For God's sake hurry, man—at any moment your lover could become chopped liver!

The obstacles you face require true heroism. In the first screen, you swing through the trees, leaping from rope to rope. If your timing's off, you're headed for an unhappy landing!

Then you must swim through a crocodile-infested river. You have a knife to defend yourself, but these toothy terrors are nasty opponents. Watch out when you dive below the surface, too—stay under water too long and you'll run out of air, making you a helpless morsel for those hungry crocodiles!

Survive that peril and you're faced with a field of bone-crushing boulders hurtling at you! Duck under leap over faster, man, your time is running out!

At last, you're through the boulder field but what's this? The savage natives stand between you and your true love. You'll have to leap right over their spears to reach her. Wouldn't it be easier to just meet some other girl? But no you must save your true love! Leap for your life!

Finally, you've reached her. A tearful reunion but no, it can't be! You're back at the beginning! Another level awaits you, with even more danger on every screen! No complaints, now after all, nobody ever said it was easy being a hero. And look at all the fun you're having!

SNEAK PEEKS

SPECIAL REPORT!

Keyboard Will Turn Atari VCS Into Powerful Home Computer

Fall Introduction Planned For Revolutionary Device

Atari has unveiled an extraordinary addition to their Video Computer System—an easy-to-install keyboard module that transforms the game system instantly into a sophisticated multi-purpose home computer. Current plans call for introduction of this breakthrough product in fall 1983. A complete line of game and computer software titles will also be available, beginning with the introduction of the keyboard and growing rapidly in the following months.

The unit features a full raised 56-key typewriter-style keyboard. It attaches quickly to the VCS unit, snapping directly into the game cartridge slot.

The new unit will serve VCS owners in three basic areas: gameplaying, learning to program, and performing practical home computer functions.

Atari is currently working on games designed to take advantage of the greatly expanded memory provided by the keyboard unit. The company plans a number of new titles designed specifically for the unit, including adaptations of several hit arcade games never available in home versions before.

The line of software currently in development for the new keyboard unit covers the full range of home computer applications, from education and personal improvement to budgeting and record-keeping.

Lots of people are looking for an inexpensive way to get into computer programming, and the new keyboard is ideal for this purpose. It comes complete with a full 8K bytes of random access memory (RAM)—more than any other low-priced home computer on the market. The popular Microsoft BASIC programming language is also built into the unit. Combine this capability with exciting new software packages teaching programming for adults, for children, and even how to program your own arcade-style games, and you have a complete introductory computing system.

The new unit can be expanded easily for more advanced programming and home computer applications. Memory can grow to 32K with convenient add-on modules. Program storage will be available with an ordinary cassette tape recorder, or with an optional data drive. Atari plans a full line of low-cost peripherals, including a printer and a modem, which will let users communicate computer-to-computer over telephone lines. The modem will also enable users to tap into the popular on-line information services such as CompuServe Information Service and The Source, America's Information Utility, which provide a variety of news and reference materials, electronic bulletin boards and user-to-user communication, computer games, and more.

YOUR TURN

The Cub Reporters keep coming through like gangbusters. Starting next issue, we'll be expanding "Your Turn" to make room for more of your contributions, including a special section filled with playing tips on a different game each issue—a master strategy guide from the best video game players anywhere—Atari Club Members. If you want to get in on the fun, send your contribution to Atari Age, Your Turn Department, 1700 Walnut Street, Philadelphia, PA 19103. If it's printed, you'll get a free Atari cartridge as a "thank you" gift!

CLUB MEMBERS LOOK AT E.T.

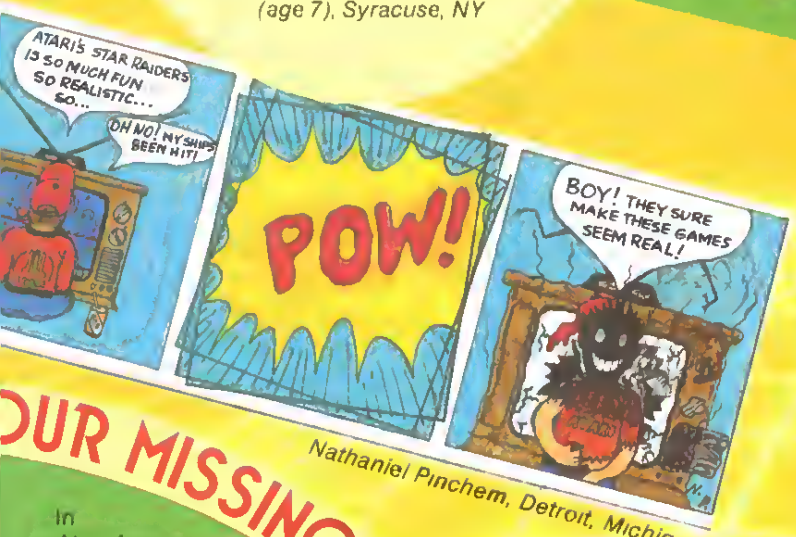
from Edward Carbajal, Los Angeles, CA

from Gregory Majewski, Canton, MI

PAC-MAN

Pac-Man is fun to play
I like to sit and play all day.
Pac-Man gets full of little dots,
Because he eats lots and lots
The Ghosts who chase him go very fast,
But Pac-Man always wins, at last.

from Danny William Virag (age 7), Syracuse, NY



Nathaniel Pinchem, Detroit, Michigan.

ATARI DAY

Here I sit blasting away,
At all kinds of enemies coming my way.
With missiles, lasers, bombs, and fireballs,
And guiding my Pac-Man through a maze of walls.

Jumping from airplanes, dodging other cars,
Bouncing on a see-saw, and protecting the Yars.
Slaying all dragons and finding the secret dot,
Getting the Human Cannonball right on the spot.

Shooting a basket, kicking a goal,
Hitting the golfball into the hole.
Scoring a touchdown, hitting a home run,
Playing Atari is loads of fun.

from John O'Brien and Dan Obler, Oaklawn, IL

OUR MISSING PUZZLE-PIECE

In *Atari Age* Vol 1 No 5 we ran a puzzle by Dan Frahn, and forgot to include the solution in the following issue. For any of you who are still struggling, here are the missing answers, in order: Pac-Man, Football, Space War, Warlords, Casino, Bowling, Breakout, Indy 500, Adventure, Golf, Sky Diver, Defender, Haunted House, Home Run, Othello, Outlaw, Maze Craze, Dodge'Em

SPECIAL THANKS!

for their outstanding Cub Reporter contributions to Rich Seetoo, Brick, NJ; Jackie Borsos, Cleveland, OH; Tom Ikey, Newark, OH; Kevin Porter, Medford, NJ; and Brian Reed, who forgot to tell us what state he's from, but is 8 years old, lives on Port Clinton Road, and draws "Dig-Dug" very well.

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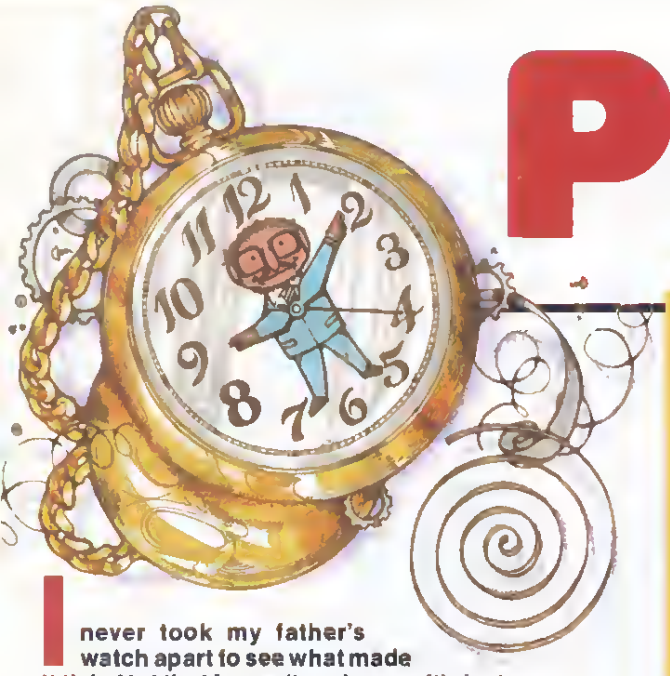
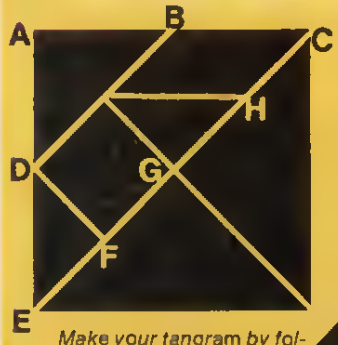
PUZZLE



I never took my father's watch apart to see what made it tick. Not that I wasn't curious — it's just that my best friend Michael beat me to it by taking apart *his* father's watch. I got to see all the springs and gears and things fall out as he poked at it with a screwdriver. I also got to see the beads of sweat form on his forehead as he tried to get all those little gears back into the case. Then came a week when I got to play alone, while Michael stayed in his room, staring at the walls and gently rubbing his behind where his father had administered an educational experience.

All this happened years ago, but I *still* don't think it was fair. Michael was just following his natural instincts. The same way birds fly south for the winter and bees carry honey to the hive, people take things apart and try to put them back together. It's been going on for thousands of years. That's why puzzles were invented — to let us take out our natural urges and still be able to sit down after Dad gets home.

TanGram



Make your tangram by following the diagram above The measurements needed are all halves
B is halfway between A and C
D is halfway between A and E
F is halfway between E and G
H is halfway between C and G.
Once you've marked these middles, it is easy to draw the connecting lines and cut out the pieces Then see if you can recreate the tangram figures shown on this page

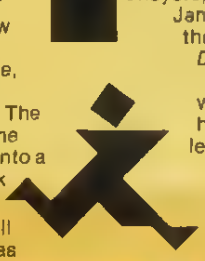
The diagram above shows how to make your own tangram A tangram is a seven-piece puzzle, a single square cut into five triangles, a square, and a parallelogram The first tangram challenge is scrambling the pieces and putting them back together into a square — it's trickier than you might think

Once you've mastered *that* challange, the real fun begins. We've provided a small sampling of the possible figures and shapes which can be constructed using the seven tangrams In fact, there are thousands of different shapes to construct — entire encyclopedias have been compiled of tangram challenges And one of the greatest pleasures of tangram play is making up your own interesting figures

Where did this puzzle come from? In 1903, Sam Loyd, the most famous American puzzlar and brainteaser aver, published a book called *The Eighth Book of Tan Part I* In it, he reported that the late Professor Challenor had discovered that seven books of Tangrams, containing one thousand designs each, were compiled in China over 4 000 years ago

Loyd's book describes the symbolic and religious significance of the puzzle, quoting from Confucius, another ancient philosopher called Choofootze, a commentator named Li Hung Chang, and Professor Challenor

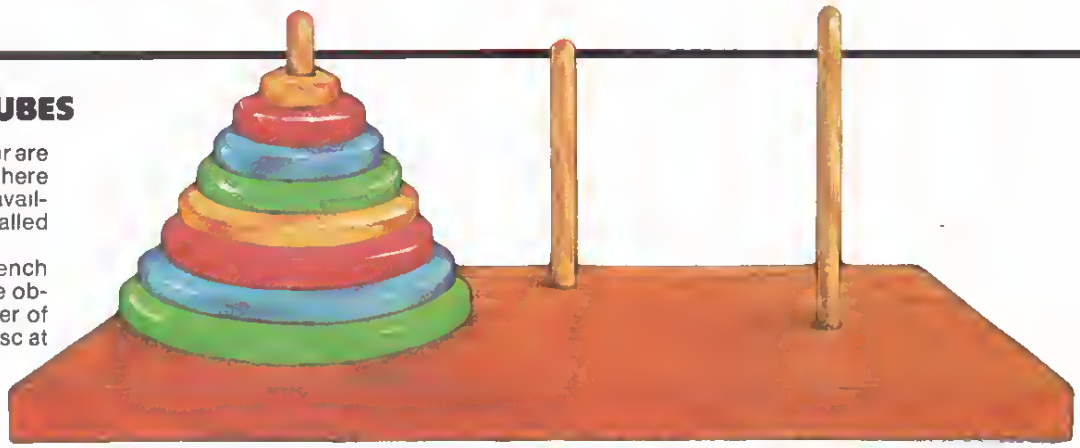
The story was taken as absolute truth, reprinted in books and magazines, and even made its way into scholarly encyclopedias It was not until Sir James Murray, the editor of the esteemed *Oxford English Dictionary* began investigating the origin of the word "tangram" that the hoax came to light He learnad that scholars of anciant Oriental history had never heard of Tan or even the word "tengrams " Further research indicated that the game did indeed originate in China, but not until about 1800. Sam Loyd had pulled a fast one, and fooled everyone!



ANCIENT PUZZLES

The puzzle shown here is enjoyed all over t[illegible] good puzzles, the idea seems simple enough [illegible] allowed is a jump, one man over another [illegible] you're jumping to is empty. The man [illegible] the board You can only jump ve[illegible] diagonally Your goal — re[illegible] the board, until only o[illegible] have that last piec[illegible] board

POWER



THE COMING OF THE CUBES

The puzzles we've talked about so far are all basically flat surfaces. However, there is plenty of three-dimensional fun available also. For instance, here is one called the Temple of Hanoi.

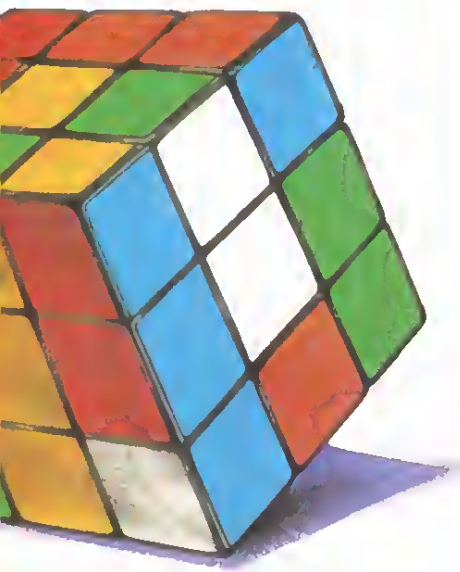
Devised in the 19th century by French mathematician Edouard Lucas, the object is to rebuild the tower on either of the two vacant pegs, moving one disc at a time, and never placing a larger disc on top of a smaller one. It is simple enough to make your own Temple of Hanoi, using cardboard or wooden discs, colored and stacked in columns. Be warned, though — this one is truly baffling!

There have been many puzzles based on cubes which can be taken apart and then reassembled. Of course, the reigning king of the cubes is Buvos Kocka. Or at least, that's what its Hungarian creator, Erno Rubik, called it when he invented it. Rubik was a professor of architecture in 1977 at the Budapest School of Applied Arts. He was looking for a way to give his students experience in dealing with three-dimensional shapes. Little did he know his little instructional device would drive half the world crazy!

By 1980 the Rubik's Cube craze was going full blast. Ideal Toys sold about 4½ million of the multicolored brainteasers that year.

In West Germany, a woman sued her cube-crazed husband for divorce, claiming his obsession with solving the puzzle took up all his attentions.

Mathematicians offered little consolation to struggling cubists — they calculated that there were over 43 *quintillion* possible combinations of the rotating cubes — that's 430 followed by 170 zeros!



Publishers came to the rescue, with books offering supposedly "simple" solutions to the Cube. Frustrated cubers grabbed paperback books offering the solution to the Cube as fast as they hit the shelves. Bantam Books alone sold 6 million copies of *The Simple Solution to Rubik's Cube*.

In California, a pair of entrepreneurs came up with their own solution to Cube frustration — a heavy, brightly colored paddle called the "Cube Smasher," guaranteed to reduce any unsolved cube to plastic rubble with a few quick slams. They swiftly sold over 100,000 of their invention.

Once the method for solving the puzzle was known, speed became the goal for many dedicated Cubists. Some young mastermind discovered that you could take the pieces apart and speed up its movement by applying a little petroleum jelly to the parts, and the "lubed cube" was born. A championship was held on TV's *That's Incredible*, and a 16-year-old Vietnamese "boat person" was proclaimed World Champion with a speed of 22.95 seconds. Even faster times have been claimed since then.

And just to keep things interesting, Professor Rubik unveiled Rubik's Revenge, with four rows of squares on each side, and 4 octillion times as many combinations as the original cube!

VIDEO PUZZLES TAKING OFF

A whole new kind of puzzling is just taking off today — video puzzles.

An English company, Thorn EMI Video, took the first step in translating classic puzzles into computer games. Their jigsaw puzzles for Atari home computers let players move puzzle pieces around on their TV screens to reconstruct scenic pictures. Not only is this an interesting new twist to jigsaw puzzling, it's also a terrific way to make sure none of the pieces are lost.

And now Atari Club members can be the first to try out an entirely new kind of puzzle — the *Atari Video Cube*. The idea is fascinating — take the ability of a video game to create animation and the illusion of three-dimensionality and invent a puzzle which couldn't exist in the real world.

In *Atari Video Cube*, a little robot figure runs across all six sides of a three-dimensional cube picking up colors and moving them around to create solid-colored sides.

The challenge is far simpler to complete than Professor Rubik's tantalizing nightmare. In fact, it is safe to say that just about everyone who takes a stab at *Atari Video Cube* will be able to solve it. But how quickly can you do it? How many moves will it take you? Can you still do it if the cube is *invisible*? It would be awfully hard to find an invisible puzzle in the real world, but in the video game universe, total darkness and flashes of light make a unique challenge for people proud of their puzzling power.

So there you have it — three puzzles you can make yourself, and a unique video puzzle which is available *only* to members of The Atari Club. Now for heaven's sake, leave your father's watch alone!

–SM

COIN VIDEO ATARI CORNER

FOOD FIGHT!

Tell the truth—haven't you always wanted to throw a pie in someone's face? Don't you ever get the urge to jump up in the cafeteria, yell "Food Fight!", and let those desserts fly? Well, there's one place you can really let loose and not get into trouble—in Atari's crazy new coin video game, Food Fight!

You appear on the left side of the screen as Charley Chuck. On the right is a delicious-looking ice cream cone. That cone's melting, and Charley Chuck wants to hurry over and eat it before it disappears completely. But he's not alone up there on the screen. Determined to keep him away are four persistent chefs—Oscar, Angelo, Jacques, and Zorba. They pop out of holes and chase Charley Chuck. Not only that, they throw food at him, and if he gets hit, he's done for. Even worse than losing a life is the humiliation of it—when Charley's hit, all the food on the screen flies at him. What a mess!

Charley Chuck can do more than run, though. He can grab some of the on-screen food too, and throw it at the chefs. The ammunition includes watermelon, tomatoes, bananas, and of course, cream pies. Each time Charley Chuck reaches the ice cream cone, he opens his mouth real wide and gobbles it up. Then it's on to the next level, a new flavor of ice cream, and more fast-flying food excitement in the messiest video battle ever!

COIN VIDEO RECORD UPDATE

Here are the record-breaking high score performances since the last issue of *Atari Age*:

GAME	PLAYER	SCORE	DATE & TIME	LOCATION
Asteroids	Scott Safran	41,336,440	11/13/82 (53 hrs. 8 min.)	Newtown, PA
Missile Command	Victor Ali	80,364,995	12/23/82 (48 hrs.)	Fremont, CA
Space Duel	David Plummer	623,720	1/28/83 (1 hr. 55 min.)	Regina, SK Canada
Tempest	David Plummer	11,999,978	3/19/83 (12 hrs. 15 min.)	Regina, SK Canada

Game Grams

Editor's Note. A big "thank you" to all the members who wrote in to tell me how to discover the secret message in Atari *Defender*. No, I wasn't kidding — I really didn't know how to make it happen. But I sure do now! We're going to hold off on revealing the secret in the pages of *Atari Age* — we figure lots of people can still find it themselves, and it's more fun that way. However, for those of you who just joined *us*, we will repeat the clues we included in *Atari Age* Vol. 1 No. 4. Under certain circumstances, all of the aliens in *Defender* for the Atari 2600 turn into the letters "BP", which happen to be the programmer's initials. Clue: It happens *only* on the 25th wave! —SM

Dear Atari Club,

Recently I played Atari's coin-op arcade game "Dig-Dug" and I loved it! I can't wait until Atari releases it on a game program cartridge for my Atari Video Computer System. I want to know why it takes so long for a "hit" arcade game to be released on a game program cartridge.

Nathan Floyd
Houston, Texas

First some good news — *Dig-Dug* will be ready for both the 2600 and 5200 systems this summer. We'll have all the details and photos of the game screens in the next issue of *Atari Age*.

Why does it take so long? Mostly because the computer program for a home game version is entirely different from the arcade game program. When Atari decides to adapt an arcade game for home use, the project is assigned to a programmer or team of programmers. They know precisely how the arcade game looks and plays, but must start programming the home version virtually from scratch.

Another consideration is the size of the home system's memory. Coin video machines can have an almost unlimited amount of computer memory. Your home system, on the other hand, has a fixed memory capacity, and the programmer must be especially inventive to recreate all the arcade action and animation within these limitations.

One more important piece of good news — Atari has speeded up the adaptation process dramatically. In this issue of *Atari Age*, you'll find Atari 2600 versions of *Kangaroo* and *Jungle Hunt*, which became arcade hits just last fall. Current smash hit *Pole Position* is also being offered for the Atari 5200, with the 2600 version right around the corner. The schedule for the next few months includes even more very recent arcade hit games, along with several all-time arcade classics we're sure you'll be glad to see. And for printing your letter, we'll be sending you a *Dig-Dug* cartridge just as soon as it's released. Happy digging! —Editor

Dear Atari Club,

What is "software"? I saw this word used in several video magazines and I wondered what it meant.

Timothy Grabowski
Cleveland, OH

In the computer field, "hardware" refers to the mechanical parts of a system — the computer console plus any printers, casette recorders, disk drives, and so on. The programs which run on the system are called "software." The same terms hold for video games — consoles and controllers are hardware, cartridges are software.

—Editor

Dear Atari Club,

*I think I have found a deep secret code locked away in "Vanguard." Here's how to get it. Hold the select switch down and look in the middle of the screen. The numbers "*531" pop up. What do they mean?*

Dennis Richardson
Philadelphia, PA

It turns out that what you found is not one of Atari's famous "secret messages" (none of the programmers has the initials "*531"). It's just a technical peculiarity of the cartridge. When you push the switch down to start the game, the computer memory "initializes." That means the information needed to run the game program is put into place within the console's memory. In *Vanguard*, part of the initialization occurs when the switch is pushed down, and the rest happens when the switch is released. By holding the switch down, you're keeping the last part of the initialization from happening, and that's why those numbers appear on the screen.

—Editor

LET US HEAR FROM YOU, CLUB MEMBERS!

Send your questions and comments about Atari games to Editor, **Atari Age**, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you an Atari Game Program cartridge of your choice.

SOLUTION SECTION

You folks don't like to make it easy for us, do you? We come up with a contest which asks you for a list of dictionary-approved words, and you don't bother looking up the words before you send them in. Ratigea? Garms? Come on, you guys! Then we ask you to give us the total candy pieces you can pick up while getting E.T. home, and you add the numbers up wrong — we wore out two calculators on that one!

Nevertheless, it is time to applaud our winners. For the E.T. Contest (Issue 5), dozens of entries tied at the top verified score of 226. J. Baglivo, Jr., of Hammonton, NJ, won first prize in a random drawing out of the top scorers. In the Seen in a Sign Contest (Issue 3), Steven H. Gresham came through with a hard-won victory, with over 300 authenticated, undisputable words.

Other winners will be notified directly by mail. Congrats to all!

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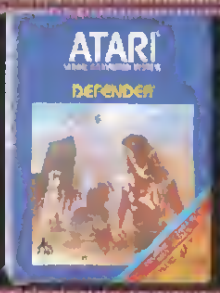

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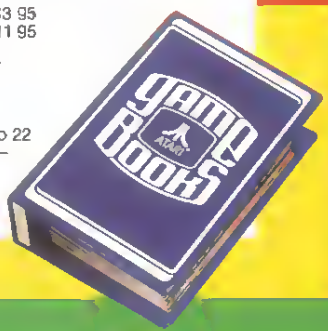

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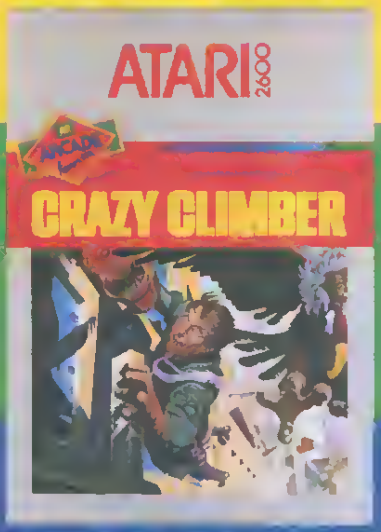


CRAZY CLIMBER

AND MORE TO COME!

CONTEST

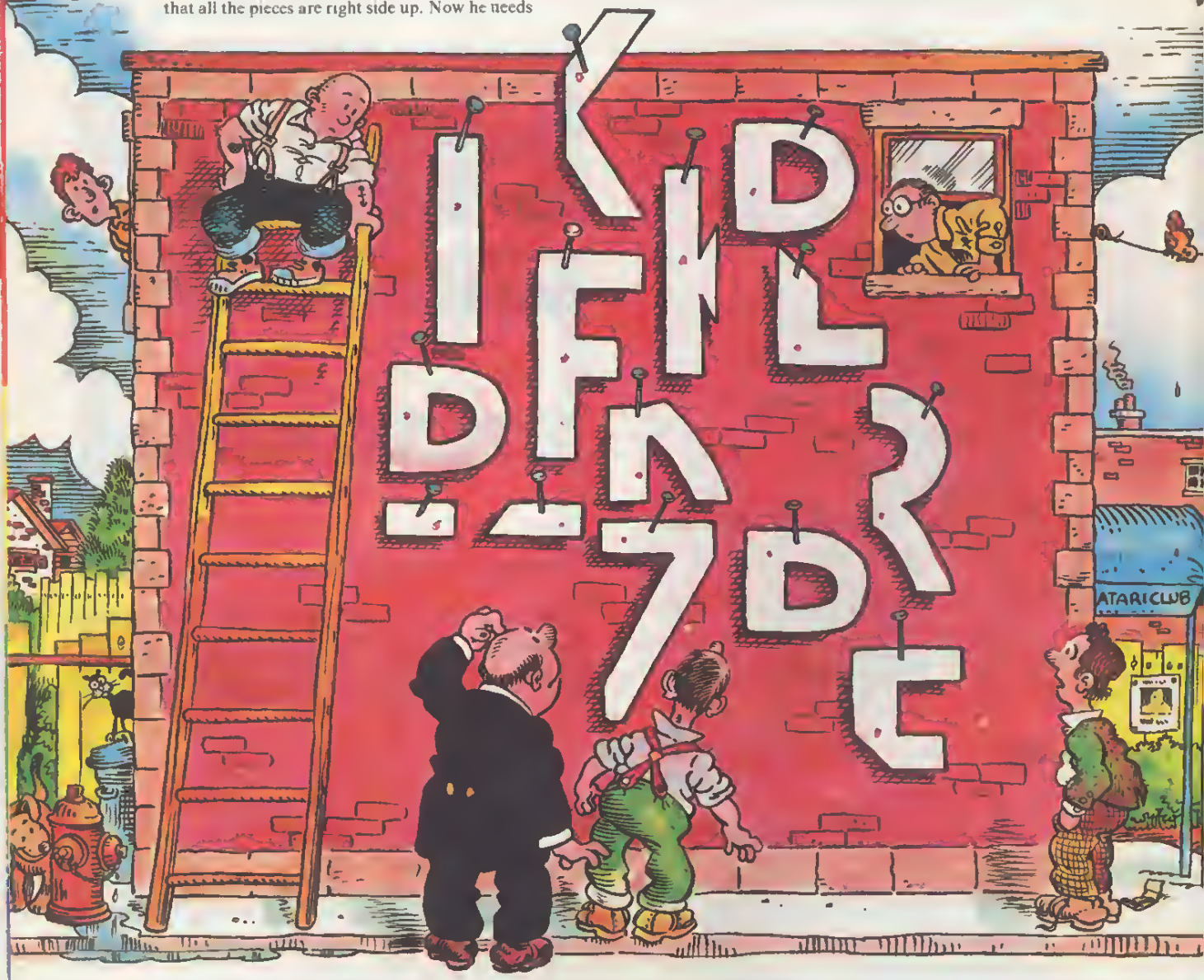
HARVEY'S DILEMMA

Harv Johnson, the Atari Club's new Club Director, has a problem. We sent him a special present to decorate his new office — an enormous sign spelling out the name of his favorite Atari game cartridge. Unfortunately, the sign was *so* big the signmaker delivered it in pieces — 14 pieces in all, with absolutely no directions for assembling it!

Harv has laid out all the pieces below. The crates were labeled "Top" and "This Side Up," so he *does* know that all the pieces are right side up. Now he needs your help putting it all together, and figuring out which game's name it spells.

Being the generous type, Harv has agreed to give a terrific prize to one of the club members who helps him out of his dilemma — an Atari 5200 plus the brand new 5200 Trak-Ball controller *and* 5 cartridges!

So come on, members — put these puzzling pieces together and let poor Harv concentrate on running the club!



PRIZES

One FIRST PRIZE WINNER will receive an Atari 5200 Advanced Game System complete with a 5200 Trak-Ball Controller and 5 Game Cartridges!

One SECOND PRIZE WINNER will choose any 10 Atari Game Program cartridges!

Ten THIRD PRIZE WINNERS will receive an Atari Organizer furniture unit!

Two hundred FOURTH PRIZE WINNERS will each receive an official Atari Hall of Fame Scoreboard!

HOW TO ENTER

Neatly print or type your answer in the space provided on the official Atari Club Contest Entry Form (see reverse side of this page) or a reasonable facsimile, and mail it with your order in the envelope provided.

Winners will be selected in a random drawing from all correct entries received by July 30, 1983. Results will be announced in the September/October issue of *Atari Age*.

Contest is void in Florida, North Dakota, Ohio, and West Virginia. Employees of Atari, Inc. and other Warner Communications companies and their families are not eligible to win. Decision of the judges will be final.

Actual odds of winning will be determined by the total number of valid entries submitted. Based upon the number of actual entries submitted in the "E.T. Contest," the chance of winning a prize will be 1 in 300.

Estimated prize value: first prize, $500; second prize, $300; third prize, $50; fourth prize, $7.

A FREE OFFER FOR ATARI AGE PARENTS

We think one of the nicest parts of the Atari experience is the fact that it's fun the whole family can share—everyone from preschoolers to great grandparents can play together. Atari is rapidly building its collection of games and computer software for the youngest members of your family. Now Dr. Lee Salk, one of the nation's leading authorities on childhood and child development, is working with Atari to create new and exciting video games for young players.

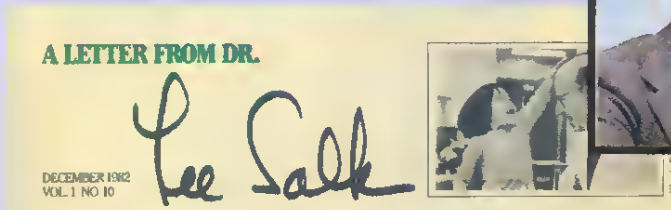
Dr. Salk publishes a fascinating monthly newsletter, providing valuable advice and up-to-the-minute news developments affecting children today. We feel so strongly that this newsletter is a valuable resource for *Atari Age* parents that we are offering a free sample issue to any reader who requests it!

In recent issues, the Salk Letter has presented information on these important topics and more:

- How having a job affects a teenager.
- Helping children cope when moving to a new community.
- What to do about your child telling lies.
- How you can help your child develop self-esteem.
- New treatments for hyperkinetic and anorexic children.
- Teaching your child to control stress.
- What to do if your child hates his or her teacher.

To receive your free copy, compliments of Atari and The Atari Club, simply check off the box on the enclosed order form and send it in the envelope provided.

Please allow six to eight weeks for delivery



A LETTER FROM DR.

Lee Salk

DECEMBER 1982
VOL. 1 NO 10

FOR MORE MEANINGFUL PARENTHOOD

Dear PARENTS,

EXPLAINING SANTA CLAUS TO CHILDREN

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A LETTER FROM DR.

Lee Salk

MAY 1982
VOL. 1, NO. 3

FOR MORE MEANINGFUL PARENTHOOD

Dear PARENTS,

One can learn a great deal from listening to the observations and feelings of children. They see their world honestly and with a refreshing point of view.

Seeing their world as they see it frequently helps me to understand human emotions better. It also helps to reinforce a fact that all parents should be reminded of and that is that children are not just "cute" or "naive." They are curious, sensitive and observant and even the most sophisticated parents can be stopped in their tracks by the unexpected, insightful remarks of their young children.

Recently I ran into a former student of mine who is the mother of two children. She insists that she has followed my recommendations and theories on child raising and, in fact, thinks her 3½ year old must have picked up some of my ideas also! She told me how like many other parents, she finally "had it" with her child and lost her temper and screamed at her. Immediately she realized that she was over-reacting and apologized to her daughter for "losing her cool."

Her daughter looked at her in all seriousness and said "Mom, don't you know that grownups shouldn't shout at children? It frightens them!"

She's right. It does.

I congratulated my former student for her child's wisdom. I think it's great when a parent and child have the kind of relationship which allows each to express their feelings openly to the other. It shows mutual respect, prevents the buildup of anger and helps a child to cope with problems in a reasonable way. Children can express themselves this way, if parents respect their children's feelings, help satisfy their needs and share in the expression of all emotions: love, anger, frustration and despair. When there's mutual trust built on the foundation of love a parent will have a great influence on how a child will deal with problems.

There is no way a child can learn from a parent unless that parent is actively involved in the child's life and spends considerable time at that involvement.

Lee Salk

Lee Salk, Ph.D
Clinical Professor of Psychology
in Psychiatry and Clinical Professor of Pediatrics
The New York Hospital—Cornell Medical Center

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5200

The good news keeps coming fast and furious for Atari 5200 fans. Trak-Ball control is here, and it is simply incredible.

Pole Position, the hottest arcade game in town, will be available in a superb 5200 home version in early July, and Club members who order now will get their cartridges within days after they roll off the production line.

And don't miss out on an extraordinary game available only for the 5200 system—Countermeasure. It may be the ultimate video wargame!

ARCADE RACING SENSATION COMES HOME

POLE POSITION

Pole Position is hot! Unlike any other video driving game Pole Position makes you feel you're behind the wheel. The lifelike motion as you scream past signs and scenery—the roar of your engines as you shift gears—the satisfying "whoosh" as you pass another driver—it all combines to convince you that this is it—the Grand Prix—and you're right there!

First you must run a qualifying lap fast enough to enter the actual race. Not too many other drivers on the road—a good time to learn when to shift gears, and how your Formula One car responds around those sharp turns.

Then, if you qualify, it's on to the main event. Take your position at the starting line. Wait for the green light—hit the accelerator—they're off!

You have to be aggressive to complete the lap before the timer ticks down. Speed up—pass those other cars—hug the curves—finish the lap and you're rewarded with Extended Play.

Pole Position works thanks to a unique combination of realistic sound and unique perspective that puts you in the driver's seat. The road twists beneath you. Road signs and other cars grow larger as you approach, daring you to steer clear. And the scenery—beautifully illustrated clouds and mountains on the horizon—move realistically in relation to your car. It's a tremendous effect, one which has captured the top spot in arcades across the country. And the Atari 5200 sound and graphics excellence brings the game home with precisely the same dramatic intensity. The only thing missing is the slot for your quarters!

FLASH!

TANKS VS TERRORISTS

COUNTERMEASURE

Terrorists have seized one of our missile silo complexes and and are threatening to blow up Washington, D.C These lunatics aren't fooling! They've started the timer ticking—in just minutes the missiles will lift off for Washington—unless you stop them.

You command a Supertank, with a swiveling turret and unlimited ammunition. Stretching before you is a scrolling playfield seven screens long, dotted with your fuel depots and enemy silos There are pillboxes firing at you, remote-controlled tanks and jeeps pursuing you, and cruise missiles attacking from above Blow up all the enemy silos before time runs out and you win extra points and an extra life Or gather clues, break the failsafe code, head for the War Room, and stop the terrorists that way .for now

With battle strategy to please even dedicated wargame fans and plenty of rapid-fire arcade battle action, Countermeasure is a unique video game experience

THE ATARI CLUB HAS EVERYTHING YOU NEED FOR 5200 FUN!

Atari 5200 (now comes with Pac-Man cartridge!)
Item Code A60 $249.95

ORDER TODAY!
CALL TOLL-FREE 1-800-538-8543
(CA residents call 1-800-672-1404) Or use the enclosed Order Form

ATARI 5200 GAME CARTRIDGES

Centipede	Item Code G09	$36 95
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Football	Item Code G08	$28 95
Galaxian	Item Code G01	$36.95
Missile Command	Item Code G02	$28.95
Pac-Man	Item Code G06	$36 95
Qix	Item Code G14	$28 95
Soccer	Item Code G05	$28 95
Space Invaders	Item Code G03	$28 95
Star Raiders	Item Code G04	$36 95
Super Breakout	Item Code G15	$28 95
Tennis	Item Code G12	$28 95
COUNTERMEASURE (Now Available)	Item Code G10	$28 95
POLE POSITION (Available July)	Item Code G16	$36 95

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THE ATARI CLUB
PEEL OFF L
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REAL ARCADE ACTION AT HOME!
TRAK-BALL
CONTROL IS HERE!
TRAK-BALL CONTROLLER
Your shooter sails across the screen after scurrying Centipede segments.
Your cursor flies after descending Missile Command attacks with incredible accuracy.
Those sneaky Galaxian invaders don't stand a chance against you when you're armed with Trak-Ball control!
To make Super Breakout even more super. Pharmacy more fun, Space Invaders out of this world —
to get the Arcade advantage in your home [illegible] — GET AN ATARI TRAK-BALL CONTROLLER!
AVAILABLE FOR ATARI 2600 AND ATARI 5200 SYSTEMS — ORDER NOW!
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